SNS-TI-USA

STREET FIGHTER II TURBO

INSTRUCTION MANUAL

CAPCOM

SUPER NINTENDO ENTERTAINMENT SYSTEM

A SPECIAL MESSAGE FROM CAPCOM

Thank you for selecting **Street Fighter™ II: *TURBO***, the latest addition to CAPCOM's Arcade Series. Following such hits as **Final Fight 2** and **Street Fighter™ II, Street Fighter™ II: *TURBO*** continues the tradition of action packed games for the Super Nintendo Entertainment System.

Street Fighter™ II: *TURBO* features 20 Megs of state-of-the-art high resolution graphics and stereo sound. We at CAPCOM are proud to bring you this exciting new addition to your video game library.

Joseph Morici

Joe Morici
Senior Vice President

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR SUPER NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Getting Started

1. Check the power switch on your Super Nintendo System. Make sure it is OFF before inserting or removing the game pak.
2. Insert your **Street Fighter II: *Turbo*** game pak into your Super Nintendo System and turn the power ON.
3. When the title screen appears, press the **START** button and the following three options will appear:

   TURBO — Used to play Street Fighter II with TURBO rules and moves. Set the game speed for the TURBO game by pressing the control pad left or right to select from 0-4 stars. Four stars is the fastest moving game while a game with no stars will move at normal speed.

   NORMAL — Used to play Street Fighter II with Champion Edition rules and moves.

   OPTION — Used to change various options in the game.

   Move the marker next to the type of game you wish to play and press the **START** button.

   (For an explanation of the OPTION mode, please read the Using The *Option Mode* in this manual.)
4. The next screen has two options: GAME START and V.S. MODE. Use the control pad to move the marker next to GAME START and press the **START** button.

   (For an explanation of the V.S. Battle, please read *Using the V.S. Battle* section in this manual.)
5. Once you begin the game, you will be asked to select your character. Press the control pad in any direction to highlight the character you wish to use and press any button.
6. To end the game at any time, simply turn the power OFF on your Super Nintendo System and eject your cartridge.

Controlling Your Fighter

Basic Movements

The controls for **STREET FIGHTER II: *TURBO*** take full advantage of the capabilities of the CAPCOM FIGHTER POWER STICK and the Super Nintendo controller. The diagram below shows the eight basic control pad positions that are used in the game.

Important Note: The diagram shows the control pad positions for a player facing to the right. The controls are reversed when facing to the left.

FORWARD	Used to walk forward.
FORWARD FLIP	Used to jump forward.
JUMP	Used to jump straight up.
BACKWARD FLIP	Used to jump backward.
BACK DEFENSE	Used to block high attacks by your opponent.
DEFENSIVE CROUCH	Used to block low attacks by your opponent.
CROUCH	Used to crouch or duck.
OFFENSIVE CROUCH	Used to make low attacks.

PUNCHES AND KICKS

There are three basic punches in **STREET FIGHTER II: *TURBO***:

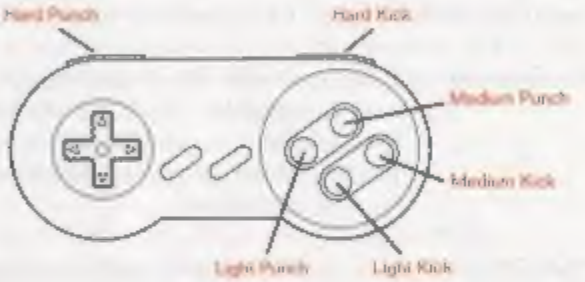
TYPE OF PUNCH	***DESCRIPTION***
Light Punch (JAB)	Press the **Y** button. *The jab is very quick, but does little damage.*
Medium Punch (STRONG)	Press the **X** button. *The strong punch does a fair amount of damage.*
Hard Punch (FIERCE)	Press the **L** button. *The fierce punch does a large amount of damage, but is slow.*

There are three basic kicks in **STREET FIGHTER II: *TURBO***:

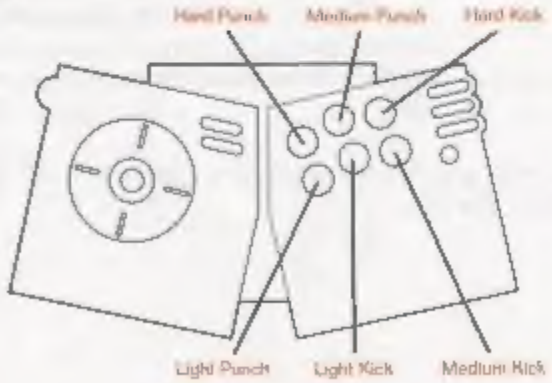
TYPE OF KICK	***DESCRIPTION***
Light Kick (SHORT)	Press the **B** button. *The short kick is very quick, but does very little damage.*
Medium Kick (FORWARD)	Press the **A** button. *The forward kick is strong and is fairly quick.*
Hard Kick (ROUNDHOUSE)	Press the **R** button. *This roundhouse kick is powerful, but very slow.*

Important Note: The button configuration can be changed by selecting the OPTION mode on the title screen or by holding down the SELECT button after you finish a match. Please read *Using the Option Mode* for more information.

Control Pad:



Power Stick:



CLOSE ATTACKS

Close attacks are special techniques which can only be used when two fighters are right next to each other. These techniques fall into two basic categories: THROWS and HOLDS.

THROWS allow you to grab an opponent and toss them across the room. Some fighters can even do throws in mid-air.

For Example: *It is possible for Ryu to grab Ken and throw him over his shoulder. To do the Shoulder Throw, Ryu must push forward against Ken and then you must push the Hard Punch (Fierce) button on your control pad.*

HOLDS allow you to grab an opponent and then hit or bite them again and again.

For Example: *It is possible for Blanka to bite Guile on the head. To do the Head Bite, Blanka must push forward against Guile and then you must push the Hard Punch (Fierce) button on your control pad.*

Practice with your favorite character to discover which throws or holds he or she has.

SPECIAL MOVES

Each character has developed his or her own special moves for use in combat. All the special moves for each character are listed in *The World Warriors* section of this manual. There are also descriptions telling you how to do these special moves.

Below is an example of the diagram for Chun Li's Fireball. The arrows in the diagram indicate the necessary movements on the control pad. Please refer to the movement diagram on page if you are unsure of what the arrows mean.

Example: Chun Li's Fireball

Using the control pad, press ◄↙↓↘► in one continuous motion and press any punch button.

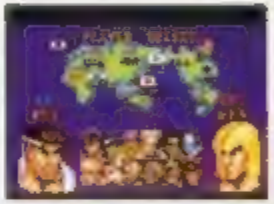
(Using the control pad, press (back defense), (defensive crouch) (crouch), (offensive crouch), (forward) in one continuous motion and press any punch button.)

Special moves are ***very*** difficult to learn, so keep practicing them until you get it right.

The Tournament Begins

Twelve fighters from across the globe have come together to face one another to see which of them has the strength, skill and courage to be crowned champion. Each fighter has mastered different skills and special moves, but it will take more than brute strength to defeat the others and earn the title of Grand Master.

Choose GAME START on the title screen and you will be able to select your champion for the tournament. As the tournament begins, your fighter will travel the globe to meet one of the twelve other challengers.



(If a friend wishes to challenge you during the tournament, he can press the **START** button on his controller to interrupt your game.)

When the match begins, you must use your punches, kicks and special moves to knock your opponent flat on his back. Each time you hit him, his energy meter will decrease. Once your opponents energy meter is totally red, he'll be down for the count. Win two out of three rounds and you will be declared the winner and earn the right to face the next challenger.

Using the V.S. Battle Mode

The V.S. Battle allows two players to have a STREET FIGHTER II competition. When the title screen appears, push the control pad UP or DOWN to move the pointer next to V.S. BATTLE and press the **START** button. When the next screen appears, each player chooses the character they wish to use and presses any button to continue to the next screen.

On the next screen, there are two options; HANDICAP and STAGE SELECT. Player One can press the **SELECT** button to highlight either the HANDICAP or STAGE SELECT option.

HANDICAP When the HANDICAP option is highlighted, both players can press left or right on the control pad to increase or decrease the amount of stars. The number of stars showing determines the amount of damage a player's punches and kicks will do. The higher the number of stars, the greater the amount of damage the punches and kicks will do.

This option allows two players of different skill levels to have an even match.

STAGE SELECT When the STAGE SELECT option is high lighted, Player One can select the location of the match by pressing the control pad in any direction. This option allows you to select the location of your fight.

After all the choices have been made, Player One can begin the match by pressing the **START** button.

USING THE OPTION MODE

The Option Mode allows you to change certain aspects of the game. When the title screen appears, push the control pad UP or DOWN to move the marker next to OPTION and press the **START** button. When the next screen appears, push the control pad UP or DOWN to highlight the option you wish to change.

DIFFICULTY This option changes the difficulty of the computer opponent. Push the control pad left or right to highlight the number of stars. The more stars you highlight, the more difficult the opponents will be to defeat.

TIME LIMIT This option allows you to turn on or off the Time Limit. Push the control pad left or right to highlight either YES or NO. If you select YES, the fighters will have 99 seconds to knock each other out. If you select NO, the fight will continue until one player is knocked out.

CONFIGURE This option allows you to change the button configuration for your fighter's punches and kicks. Highlight the punch or kick you wish to change and then press the button you wish to use for that punch or kick.

If you are using a CAPCOM FIGHTER POWER STICK, simply highlight SET and press any button. The game will automatically configure the buttons to the optimum configuration.

USING THE OPTION MODE CONT.

STEREO This option allows you to switch between STEREO or MONAURAL sound. Press the control pad left or right to highlight your choice.

MUSIC TEST This option allows you to hear the various pieces of music used in the game. Press the **A**, **B**, **Y** and **X** buttons to change the music. Press the **R** button to hear the music.

S.E. TEST This option allows you to hear the various sound effects used in the game. Press the **A**, **B**, **Y** and **X** buttons to change the effect. Press the **R** button to hear the sound effect.

To leave the OPTION MODE with your new settings, simply press the **START** button on your control pad.

Ryu
Date of Birth: 7-21-1964
Height: 5'10"
Weight: 150 lbs.
Blood Type: O
Nationality: Japanese
Fighting Style: Shotokan Karate

A student of Shotokan school of karate, Ryu has developed into a pure warrior. He has devoted his entire life to the perfection of his fighting skills and has forsaken everything else in his life. Ryu has no home, no friends and no family. Instead, he wanders the globe seeking to test his skills against other fighters.

Probably the strongest all-around fighter, Ryu claimed the title of grand champion after his narrow defeat of Sagat. Cool and calculating, Ryu is very patient in combat. Always seeking to maximize his abilities, Ryu has improved the speed of his fireball and uses it to pound his opponents into a corner.

SPECIAL MOVES

Fireball – By summoning all of his will and channeling it through his hands, Ryu can create an energy wave or "HA-DO-KEN". This blue, glowing ball of energy speeds towards any opponent and delivers quite an impact.

Using the control pad, press ↓↙← in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the control pad motion.

Dragon Punch – Using the ancient word, "SHO-RYU-KEN", Ryu can call forth the power of the Dragon and channel it through his uppercut. As he leaps into the air, Ryu and the power of his Dragon Punch are unmatched.

Using the control pad, press →↓↘ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the control pad motion.

Hurricane Kick – As he spins into the air, Ryu can summon the power of a hurricane by saying "TATSU-MAKI-SEN-PU-KYAKU". Using the hurricane's strength to lift and accelerate his spin, Ryu can now even execute the hurricane kick while in mid-air.

Using the control pad, press ↓↘→ in one continuous motion and press any kick button. Make sure you press the kick button as you reach the end of the control pad motion.

To do the Hurricane Kick in mid-air, jump into the air and then quickly do the move as described above.

Edmond Honda
Date of Birth: 11-3-1960
Height: 6'2"
Weight: 304 lbs.
Blood Type: A
Nationality: Japanese
Fighting Style: Sumo

Edmond Honda has been trained since birth to take his place as the greatest sumo wrestler to ever step into the ring. Upon receiving the title of "Yokozuna" or grand champion, Honda was shocked to learn that the rest of the world did not consider Sumo wrestling a true sport. Outraged, he has vowed to prove that Sumo wrestlers are the greatest fighters in the world.

A strict disciplinarian, Honda guides his pupils with a stern hand. He understands that only through hard work and dedication can one reach a goal. Quick and extremely powerful, Honda's greatest advantage is his size. He loves to use his new Sumo Smash to flatten unsuspecting opponents.

SPECIAL MOVES:

Hundred Hand Slap – Through years of training, Honda has been able to build up the speed of his punches. His hands now move so quickly they are merely a blur. Using the Hundred Hand Slap, Honda can move forward like a steamroller and quickly have his opponent seeing stars.

Press any punch button repeatedly.

Sumo Head Butt – Using his great leg strength and the traditional sumo grunt, Honda can propel himself head first into his opponent.

Using the control pad, press ◄ and hold it for 2 seconds. Then simultaneously press ► and push any punch button.

Sumo Smash – Using his great leg strength and the traditional sumo grunt, Honda can now leap high into the air and use tremendous weight to flatten an opponent.

Using the control pad, press ▼ and hold it for 2 seconds. Then simultaneously press ▲ and push any kick button.

Blanka
Date of Birth: 2-12-1966
Height: 6'5"
Weight: 218 lbs.
Blood Type: B
Nationality: Brazilian
Fighting Style: Jungle

Very little is known about this bizarre fighter from the jungles of Brazil. For years, the natives have reported seeing a half-man, half-beast roaming the rain forests. But, it has only within the last year, that the beast named Blanka appeared in the cities of Brazil and challenged any fighter who would dare oppose him.

Normally passive and docile, when enraged Blanka attacks like an uncaged animal. Blanka uses his speed and agility to inflict maximum damage on his opponents. He often uses his claws and razor sharp teeth to shred his opponent into small pieces.

SPECIAL MOVES

Electricity – Using a technique he learned from electric eels, Blanka can channel up to 1,000 volts through his skin. Anyone who tries to grab him during this time is in for a shocking discovery.

Press any punch button repeatedly.

Rolling Attack – Rolling himself into a ball, Blanka can launch himself like a human projectile. Blanka's rolling attack can inflict a huge amount of damage on an opponent.

Using the control pad, press ◄ and hold it for 2 seconds. Then simultaneously press ► and push any punch button.

Vertical Rolling Attack – Rolling himself into a ball, Blanka can knock an opponent out of the sky or descend on them from above with his new vertical roll.

Using the control pad, press ▼ and hold it for 2 seconds. Then simultaneously press ▲ and push any kick button.

Guile
Date of Birth: 12-23-1960
Height: 6'1"
Weight: 191 lbs.
Blood Type: O
Nationality: American
Fighting Style: Special Forces

An ex member of an elite Special Forces team Guile and his co pilot Charlie were captured during a mission in Thailand six years ago After many months of imprisonment he and Charlie managed to escape from their jungle prison During the perilous trek to civilization Charlie died and Guile has been consumed by vengeance ever since

Guile's calm and emotionless exterior hides rage inside Driven by his need for revenge he will let nothing stand in his way Using a unique blend of Special Forces training and street fighting skills Guile is a force to be reckoned with

SPECIAL MOVES

Sonic Boom By whipping his hands and arms through the air, Guile is able to create a burst of energy called the Sonic Boom This energy burst speeds towards an opponent and momentarily stuns anyone it hits

Using the control pad press ◄ and hold it for 2 seconds
Then simultaneously press ► and push any punch button

Flash Kick Similar to the Sonic Boom Guile is also able to cause a momentary vacuum by whipping his feet into the air as he does a backflip This vacuum is virtually unpenatrable and will do large amounts of damage to anyone foolish enough to walk into it

Using the control pad press ▼ and hold it for 2 seconds
Then simultaneously press ▲ and push any kick button simultaneously

Ken

Date of Birth: 2-14-1965
Height: 5' 10
Weight: 169 lbs.
Blood Type: B
Nationality: American
Fighting Style: Shotokan Karate

A disciple of the Shotokan school of karate Ken is a natural athlete Unfortunately Ken s natural fighting skill has fueled his giant ego and he is constantly reminding his opponents that he is the greatest fighter of all time. For the past year Ken has let his skills deteriorate and hes spent most of his time on the beach with his girlfriend Only a challenge from his old training partner Ryu. has rekindled his fighting spirit and caused him to try and perfect his Dragon Punch and Hurricane kick

Brash and arrogant, Ken loves to show off during a fight After knocking his opponent senseless with the speed of his Hurricane Kick. Ken loves to finish them off with his improved Dragon Punch

SPECIAL MOVES

Fireball – By summoning all of his will and channeling it through his hands. Ken can create an energy wave or "HA-DO-KEN" This blue. glowing ball of energy speeds towards any opponent and delivers quite an impact Creating a fireball drains most of Ken s energy and it takes him a few seconds to recover after summoning one.

Using the control pad. press ▼◥► in one continuous motion and press any punch button Make sure you press the punch button as you reach the end of the control pad motion

Dragon Punch - Using the ancient word, "SHO-RYU-KEN" Ken can call forth the power of the Dragon and channel it through his uppercut. Ken's improved Dragon Punch sacrifices power for increased range, but the punch still remains the most devastating move in his arsenal.

Using the control pad press ►▼◥ in one continuous motion and press any punch button Make sure you press the punch button as you reach the end of the control pad motion

Hurricane Kick – As he spins into the air, Ken can summon the power of a hurricane by saying "TATSU-MAKI-SEN-PU-KYAKU" Using the great speed of the hurricane to lift and accelerate his spin. Ken can now execute a Hurricane Kick in mid-air

Using the control pad press ▼◣◄ in one continuous motion and press any kick button Make sure you press the kick button as you reach the end of the control pad motion

To do the Hurricane Kick in mid-air jump into the air and then quickly do the move as described above.

Chun Li
Date of Birth: 3-1-1968
Height: 5'8"
Weight: (She won't tell)
Blood Type: A
Nationality: Chinese
Fighting Style: Kung Fu

Unlike many of the other contestants Chun Li has not entered the tournament for personal glory Instead she has been secretly tracking the movements of an international smuggling operation know as *Shadaloo* The trail has lead her to the tournament and she now believes that one of the Grand Masters may have been responsible for the death of her father

Stunned by her good looks opponents often underestimate Chun Li's ability and find themselves flattened by a few well placed kicks Chun Li's quest for justice guides her life but at heart she is still a young girl who yearns to live a normal life

SPECIAL MOVES

Lightning Kick - Years of training has allowed Chun Li to develop a series of powerful kicks which strike so quickly that all that is visible is the blue blur of her moving feet

Press any kick button repeatedly

Whirlwind Kick - Defying gravity Chun Li flips upside down and spins around like a top. Using her powerful legs to lift her and keep her aloft, Chun Li can now execute the Whirlwind Kick in mid-air

Using the control pad, press ▼ and hold it for 1 second Then simultaneously press ▲ and push any kick button

To do the Whirlwind Kick in mid-air jump into the air and then quickly do the move as described above

Fireball - By tapping her Chi, Chun Li has learned to unleash her own version of the fireball Not containing the raw power or speed of Ken or Ryu's fireball Chun Li's version of the fireball still packs a punch.

Using the control pad press ◄◣▼◢► in one continuous motion and press any punch button Make sure you press the punch button as you reach the end of the control pad motion

Zangief
Date of Birth: 6-1-1956
Height: 7'
Weight: 256 lbs.
Blood Type: A
Nationality: Russian
Fighting Style: Wrestling

Many believe that Zangief entered the tournament out of his fierce respect for his country but they are only partially correct Zangief loves his country but he loves to stomp on his opponents even more What else would you expect from a man who wrestles bears for fun?

Good natured with a great sense of humor Zangief loves to fight He left the Russian Wrestling Federation because of the lack of competition and now seeks suitable opponents wherever he can find them Totally fearless Zangief is more than willing to walk into a punch as long as he can grab his opponent and drive them into pavement with his Spinning Pile Driver

SPECIAL MOVES

Spinning Clothesline –
Spinning around with his arms held outstretched, the Spinning Clothesline will knock senseless anyone who wanders into it

Press any two punch buttons simultaneously

Turbo Spinning Clothesline –
Spinning around with his arms held outstretched the Turbo Spinning Clothesline doesn't last as long as the Spinning Clothesline but it moves a lot quicker And it also prevents Zangief from being hit below the belt

Press any two kick buttons simultaneously

Spinning Pile Driver –
After grabbing his opponent and flipping them upside down, Zangief leaps into the air Spinning around like a top, Zangief then drills his opponent head first into pavement as they land

*Press the control pad in a 360 degree rotation and press any punch button Make sure you press the punch button as you reach the end of the control pad motion. The 360 degree rotation on the control pad must be done **very** quickly or Zangief will not do the move*

Dhalsim

Date of Birth: 11 22 1952
Height: 5'10"
Weight: 107 lbs.
Blood Type: O
Nationality: Indian
Fighting Style: Yoga

Over the course of his life Dhalsim has sought to unify his mind body and soul through the discipline of Yoga Now as he nears his goal Dhalsim must test himself and his skills before he can rise to a higher state of consciousness

By controlling his mind and body Dhalsim is able to extend his arms and legs great distances However Dhalsim's greatest skill is his patience He knows that he does not stand a chance in a slugging match Instead he concentrates on using his unique abilities to keep his enemies at a distance and to slowly wear them down While Dhalsim will do everything necessary to win he will never hurt his opponent more than necessary nor will he ever take another fighter's life

SPECIAL MOVES

Yoga Fire By tapping mystical energies from deep within himself Dhalsim can spit forth a ball of flame that incinerates anything it touches

Using the control pad press ↓↖← in one continuous motion and press any punch button Make sure you press the punch button as you reach the end of the control pad motion

Yoga Flame Used for close attacks, Dhalsim can tap mystical energies to spew forth a cloud of flame

Using the control pad press →↘↓↙← in one continuous motion and press any punch button Make sure you press the punch button as you reach the end of the control pad motion

Yoga Teleport – Not fully satisfied with his mastery of Yoga, Dhalsim's latest meditations have awakened in him the ability to teleport himself short distances Able to do this at will Dhalsim often appears in front of an opponent one moment and behind him the next

To appear in front of your opponent:

Using the control pad press ←↓→ in one continuous motion and press all three punch buttons or all three kick buttons Make sure you press the buttons as you reach the end of the control pad motion

Pressing the punch buttons will teleport you close to your opponent while using the kick buttons will teleport you further away

To appear behind your opponent:

Using the control pad press →↓← in one continuous motion and press all three punch buttons or all three kick buttons Make sure you press the buttons as you reach the end of the control pad motion

Pressing the punch buttons will teleport you close to your opponent while using the kick buttons will teleport you further away

Balrog
Date of Birth: 9-4-1968
Height: 6'5"
Weight: 252 lbs.
Blood Type: A
Nationality: America
Fighting Style: Boxing

A former heavyweight champion Balrog was barred from professional boxing after he ignored the rules of the ring Wild and aggressive Balrog now makes a living brawling on the streets of Las Vegas and occasionally picks up a buck as hired muscle for M Bison

Subscribing to the theory that whoever hits the hardest wins Balrog is all brawn and very little brain While he can easily be outsmarted few fighters have his strength and tenacity

SPECIAL MOVES:

Turn Punch Turning his back to his opponent for a moment, Balrog will sprint forward and smash his opponent with a single devastating blow

Press and hold all punch buttons or all kick buttons for 2 seconds and then release

Dash Punch Turning his back to his opponent for a moment, Balrog will sprint forward and smash his opponent with a lightning quick punch

Using the control pad, press ◄ and hold it for 2 seconds. Then simultaneously press ► and push any punch or kick button. Punch buttons will cause a straight punch and kick buttons will cause an uppercut punch

Vega
Date of Birth: 1 27-1967
Height: 6'0"
Weight: 208 lbs.
Blood Type: O
Nationality: Spanish
Fighting Style: Spanish Ninjitsu

Of noble blood Vega has successfully blended the Japanese art of Ninjitsu with the skills he learned as a matador The result is a beautiful and deadly ballet which has earned Vega the nick name of the "Spanish Ninja."

Vain and egotistical Vega lives by the philosophy that beauty is strength Despising anything ugly Vega views himself as "perfect" and uses a mask to prevent his face from becoming scarred in battle Used by M Bison primarily as an assassin Vega often dispatches his opponents using his claw

SPECIAL MOVES:

Claw Dive - Using his claw to scale a wall, Vega climbs to the ceiling and then jumps and descends on his opponent in a deadly version of a swan dive

Using the control pad, press ▼ and hold it for 2 seconds Then simultaneously press ▲ and push any kick button While in mid air push the control pad toward your opponent and press any punch button

Wall Leap - Jumping and rebounding off a side wall, Vega descends on his opponent and quickly does a quick air suplex.

Using the control pad press ▼ and hold it for 2 seconds Then simultaneously press ▲ and push any kick button While in mid-air push the control pad toward your opponent and press any punch button

Claw Roll - While standing, Vega will often execute a quick forward roll and take a quick stab at an opponent

Using the control pad press ◄ and hold it for 2 seconds Then simultaneously press ► and push any punch button

Sagat
Date of Birth: 7-2-1955
Height: 7'4"
Weight: 283 lbs.
Blood Type: O
Nationality: Thai
Fighting Style: Muay Thai

Once called "King of the Street Fighters", Sagat reigned supreme until his narrow defeat at the hands of Ryu. Humiliated at his loss, he now plans to regain the title at any cost.

Sagat's Muay Thai fighting style is thought to be the most powerful in the world. With the exception of M. Bison, no other fighter comes close to his overall fighting ability. At heart an honorable man, Sagat is tortured by his loss to Ryu and will side with anyone who will give him the chance or experience needed to regain the title.

SPECIAL MOVES

Tiger Uppercut – After his loss to Ryu, Sagat decided the only way to counter the Dragon Punch was to create one of his own. Leaping high into the air as he utters the words, "Tiger Uppercut", Sagat and his uppercut are virtually unstoppable.

Using the control pad, press ►▼↖ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the control pad motion.

Tiger Knee – Using his powerful and sinewy legs, Sagat quickly leaps forward over his opponent's low attack and knocks them senseless with his knees.

Using the control pad, press ▼↖◄ in one continuous motion and press any kick button. Make sure you press the kick button as you reach the end of the control pad motion.

Tiger Shot – To counter the power of Ryu's fireball, Sagat has developed a projectile known as Tiger Shots. Able to throw these powerful projectiles either high or low, Sagat can inflict damage on opponents or effectively negate other projectiles.

Using the control pad, press ▼↖► in one continuous motion and press any punch or kick button. Using a Punch Button will throw a high Tiger Shot, while pressing a kick button will throw a low Tiger Shot. Make sure you press the punch button as you reach the end of the control pad motion.

M. Bison
Date of Birth: Unknown
Height: 5' 11"
Weight: 254 lbs.
Blood Type: A
Nationality: Unknown
Fighting Style: Unknown

Never has a man been more cloaked in secrecy than M. Bison. Ever since he emerged to lead the international criminal organization *Shadowloo*, the world has been awed by the incredible power at his command.

Seen as the master of evil, Bison rules over his empire with an iron fist. Preferring to let his underlings do most of the dirty work, Bison only unleashes his powerful psychic ability when absolutely necessary. Unmatched in his power and agility, M. Bison reigns supreme as the greatest Street Fighter in the world.

SPECIAL MOVES

Psycho Crusher By channeling his psychic energy through his body, Bison is able to levitate and surround himself with a powerful flaming aura. Spinning head first toward his victim, M. Bison's Psycho Crusher will ignite his opponent in psychic flame and inflict heavy damage.

Using the control pad, press ◄ and hold it for 2 seconds. Then simultaneously press ► and push any punch button.

Scissor Kick - Lunging feet first at his opponent, Bison sails over low attacks with two devastating kicks which will put his opponent flat on their back.

Using the control pad, press ◄ and hold it for 2 seconds. Then simultaneously press ► and push any kick button.

Head Stomp – Using his psychic ability to launch himself into the air, Bison will stomp on the head of his opponent and then dive toward his opponent with a second crushing blow.

Using the control pad, press ▼ and hold it for 2 seconds. Then simultaneously press ▲ and push any kick button. After executing the stomp, press the control pad towards your opponent and press any punch button.

WARRANTY INFORMATION

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiringwarranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

WARRANTY INFORMATION CONT.

Repairs after expiration of warranty:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $15.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $15.00 payment refunded.

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Santa Clara, CA 95054

Game Counselors available 8:30AM to 5:00PM (PST)
408-727-1665

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